NEWS

Nintendo release details of a brand new super console for Christmas '94 using 64-bit technology and 'Reality Immersion Technology'... Sanyo tool up to produce UK 3DO... Atari release first pics of 64-bit Jaguar.

NINTENDO'S 64-BIT CONSOLE IS REVEALED!

Nintendo have just announced their plans to produce an amazing 64-bit 'Super Console' – and what's more, they hope to release it before the end of next year. This new product – a breakthrough in home console technology – was announced in the States late last month when Nintendo revealed that they had teamed up with top computer company Silicon Graphics (SGI) to develop a true 64-bit home entertainment system.

The new machine, which currently has a working title of 'Project Reality', is to be a joint development venture between US-based SGI and Nintendo and will feature something called 'Reality Immersion Technology', which is probably just meaningless jargon meant purely to impress the punters. What is impressive about the system is the technical specification of the machine – if it's correct (and at time of going to press, it is) it could mean that the system will turn out to be the nearest thing you'll get to an effective home Virtual Reality kit for a few years.

This herd of Gallimimus from Jurassic Park was created using a Silicon Graphics computer system that can make computer animation look utterly convincing – Nintendo's new 64-bit machine is based on similar technology.

Nintendo have, up until now, been very quiet about development – especially concerning CD technology (which is still to be officially confirmed) – and its newly-formed link with SGI, the company which created the incredible graphic effects for the movies Terminator 2 and Jurassic Park. If the whole thing comes off, we'll be looking at THE games machine to own.

There are some questions to be answered about the machine though – as yet, Nintendo haven't said what it will use as a storage device and they have been dismissive of CD based systems. Also, although the announcement will come as a breath of relief for upgrade-hungry SNES owners, the machine is still almost two years away... The Nintendo/SGI machine is due to be released into US stores in late 1994, and Nintendo are stating a ridiculously low price tag for it of $250.

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MEGADRIVE CHART

1 JUNGLE STRIKE
(Electronic Arts)
2 MICRO MACHINES
(Sega/Codemasters)
3 BUBSY
(Accolade)
4 FINAL FIGHT
(Sega)
5 FLASHBACK
(Sega/US Gold)
6 NIGHT TRAP
(Mega-CD)
(Sega)
7 X-MEN
(Sega)
8 THE FLINTSTONES
(Sega)
9 PGA TOUR GOLF 2
(Electronic Arts)
10 SUPER KICK OFF
(Sega/US Gold)

PROJECT REALITY TECH SPEC

Processor: 64-bit MIPS RISC.
Number of Colours: 16 million colours on screen at once.
Screen Resolution: Better than NTSC or PAL TV.
Clock Speed: Greater than 100MHz.
Processsing Capability: Runs real-time 3D graphics.
Sound: CD quality.